# post\_incompact3d

post\_incompact3d is an unofficial post-processing program firstly developed by R. Corsini (University of Modena and Reggio Emilia, UNIMORE) based on Incompact3d version 2.0. This new version is based on Incompact3d v4.0, and it is able to perform calculations of flow statistics with 2 homogeneous directions ( $\boldsymbol{x}$  and  $\boldsymbol{z}$ ), with different flow realizations and (if requested) with averages in time.

### Compiling options

The compilation is made with <code>cmake</code>, that needs to be run in a build directory. The default compilation is performed with the option <code>TTBL\_MODE=ON</code>, that ensures statistics with averages along homogeneous directions x and z and with different flow realizations. Statistics are printed for each time-unit of snapshots' saving (this is used for temporal cases, e.g. Temporal Turbulent Boundary Layers (TTBLs) and more in general for temporal simulations, e.g. temporal jets). With the default compilation, the program is in  $TTBL\ Mode$ .

Default compilation (TTBL Mode)

Optionally, it is possible to compile the program with the option TTBL\_MODE=0FF. This option allows to average the snapshots also in time (this is used for statistically steady cases, e.g. channel flows). With this option disabled, the program is in *Channel mode*.

Optional compilation (Channel Mode)

The specific compiling option can be also modified by changing the value TTBL\_MODE:BOOL inside the CMakeCache.txt file that is present inside the build directory if cmake has been run.

Finally, it is also possible to impose a specific compiler (e.g. gfortran, in Channel Mode):

### Usage

post\_incompact3d must be run inside the folder of a specific flow case. If different flow realizations are present, the different realizations must be stored in different data folders, that must be named data\_rn where n is the number of the specific flow realization. If only one realization is present, no modifications are required to the standard folder name data.

post\_incompact3d requires the file post.prm as input file. In this file, the following parameters must be specified:

- file1: first snapshot index (index of the snapshot's name)
- filen: final snapshot index (index of the snapshot's name)
- icrfile: file increment (index increment)
- nr: number of flow realizations
- post mean: compute mean statistics (0: no, 1: yes)
- post vort : compute mean vorticity and mean gradients (0: no, 1: yes)
- post diss: compute mean total dissipation rate (0: no, 1: yes)
- post\_corz : compute correlation functions along z (0: no, 1: yes) (for *Channel Mode*, mean statistics must be already calculated).

#### **Statistics**

As following, we collect the flow statistics calculated.

- Velocity field (O(6))
  - Averages

$$\langle u 
angle, \langle v 
angle, \langle w 
angle$$

Variances

$$\langle u'^2 \rangle, \langle v'^2 \rangle, \langle w'^2 \rangle$$

Skewnesses

Kurtoses

• Reynolds stresses (O(6))

$$\langle u'v' \rangle, \langle u'w' \rangle, \langle v'w' \rangle$$

- Pressure field (O(6))
  - Average and variance

$$\langle p 
angle, \langle p'^2 
angle$$

- Scalar field (O(6))
  - Average and variance

$$\langle \varphi \rangle, \langle \varphi'^2 \rangle$$

• Mixed fluctuations

$$\langle u'\varphi'\rangle, \langle v'\varphi'\rangle, \langle w'\varphi'\rangle$$

- Vorticity field (O(6))
  - Averages

$$\langle \omega_x 
angle, \langle \omega_y 
angle, \langle \omega_z 
angle$$

- Mean gradients (O(6))
  - Mean total parallel gradient (to the wall)

$$\langle \sqrt{\left(\frac{\partial u}{\partial y}\right)^2 + \left(\frac{\partial w}{\partial y}\right)^2} \rangle = \frac{\partial U_\parallel}{\partial y}$$

• Mean streamwise gradient

$$\langle \frac{\partial u}{\partial y} \rangle = \frac{\partial U}{\partial y}$$

• Mean spanwise gradient

$$\langle rac{\partial w}{\partial y} 
angle = rac{\partial W}{\partial y}$$

- Total dissipation rate (O(6))
  - Average

$$\langle arepsilon 
angle = 2 
u \langle S_{ij} S_{ij} 
angle$$

where double contraction on the indexes i and j is performed.

- Correlation functions (in development)
  - Auto-correlation functions for fluctuations of velocity components:

$$R_{ii}(r_z) = \langle u_i'(x,y,z+r_z,t) u_i'(x,y,z,t) 
angle$$

where index i stands for the three directions x, y and z. In *Channel Mode*, a previous run must be performed in order to calculate the averages (used for fluctuations calculation).

## Statistics involving calculations of integrals

For integral quantities of TTBL simulations (e.g displacement thickness, momentum thickness, etc.), the user can employ the python function high\_order\_integrals.py that can be found in the same parent directory. This function employs the post-processing data generated with post\_incompact3d.